
Title: The Path of Virtue

Author: Brother Maynard

After years of
meditation and
thought; after
hundreds of quests
along the mental,
physical and spiritual
path to peace and
fulfillment,
a person might reach
near perfection in the
eight virtues of
Avatarhood. Only
while an individual
continues to strive
against the
external and internal
forces of evil, can he
or she be said to be on
the path of the
Avatar.
The ankh is the
symbol of peace and
benevolence toward all
creatures, worn as a
sign by those on the
lifelong Quest of the
Avatar. Ankhs are
believed also to
enhance courage
and loyalty to goodness
and to help ward off
harm for knights
striving to
achieve the eight
virtues, which are as
follows:

Honesty,
is scrupulous respect
for truth--the
willingness never to
deceive oneself or
another.

Compassion,
is nonjudgmental
empathy for
one's fellow creatures

Valor,
is the courage to take
actions in support on
one's convictions.

Justice,
is the devotion to
truth,tempered by
love.

Sacrifice,
is the courage to give
of oneself in the
name of love.

Honour,
is the courage to stand
for truth, against any
odds.

Spirituality,
is the concern with
one's inner being and
how one deals with
truth, love and
courage.

Humility,
is perceiving one's
place in the world, not
according to one's own
accomplishments, but
according to the
intrinsic value
of all individuals.

Each of Britannia's
eight leading townes
celebrates one of the
virtues of Avatarhood,
and each has raised a
shrine to that virtue.
The shrines are
located in retreats to
ensure tranquility in
natural
settings, so travelling
to some shrines
requires a
considerable journey
from their townes.
The only requirement
for using a shrine is
knowing the mantra
for that virtue.
A mantra is a sound
repeated continuously

during meditation,
helping to clear the
mind and focus the
spirit. Each
virtue has a specific
mantra that works
best for it, and
sincere meditation can
bring great wisdom.